MSR
METROPOLIS STREET RACER

The Ultimate in Skill, Style, and Precision Racing

SAN FRANCISCO

THIS LAP
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2nd
LAP 1of2

TOKYO

LONDON

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YOUR BEST

LAP 3of3

83 MPH

SEGA

Dreamcast

Sega GT

51053

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
* Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
* Do not play if you are tired or have not had much sleep.
* Make sure that the room in which you are playing has all the lights on and is well lit.
* Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:
* Before removing disc, be sure it has stopped spinning.
* The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
* Do not allow fingerprints or dirt on either side of the disc.
* Avoid bending the disc. Do not touch, smudge or scratch its surface.
* Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
* Do not write on or apply anything to either side of the disc.
* Store the disc in its original case and do not expose it to high temperature and humidity.
* Do not leave the disc in direct sunlight or near a radiator or other source of heat.
* Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Sega GT. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

CONTENTS

Sega GT is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. For details regarding game files, see p.2. While saving never turn the Dreamcast OFF, or remove the memory card, controller or other peripheral devices.

SEE WEBSITE Due to the amount of detail and options in Sega GT, we couldn't fit everything into just one manual. Whenever you see this sign, access the Sega GT website (see p.24).
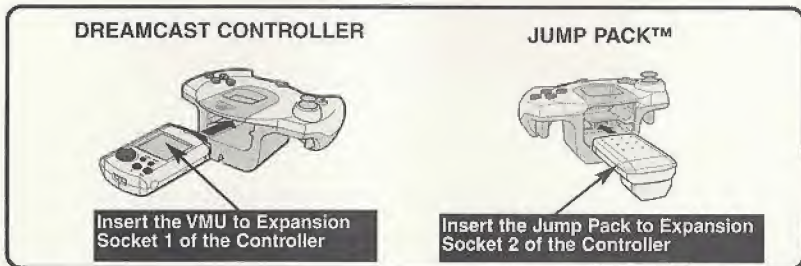
SAVING FILES

A memory card (VMU) is required to save this game

After Finishing Play
Select "MEMORY CARD" from the Mode Select Menu or My Garage Menu and make sure to save your game (see p.17). This game does not save automatically, if the power is turned OFF before saving, your game files will be lost.

Continuing Play
Be sure to insert a memory card into the controller before turning ON the Dreamcast. Inserting the memory card after play has commenced could result in files from both the current game and saved files being lost. Select and enter "CONTINUE" from the Title Screen Menu to load a saved game and continue play.
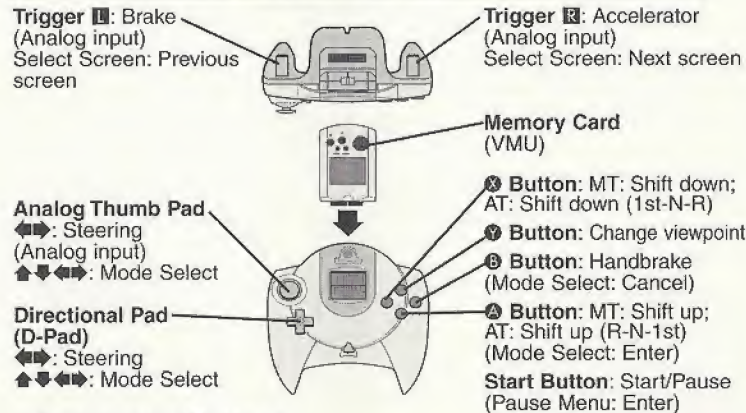
DREAMCAST CONTROLLER

JUMP PACK™

Insert the VMU to Expansion Socket 1 of the Controller

Insert the Jump Pack to Expansion Socket 2 of the Controller

SAVE CONTENTS	FILE NAME	NO. OF BLOCKS USED
Sega GT's main file	SEGAGT__.SYS	42 blocks
Ghost Car Data (Time Attack)	SEGAGT__.GOO	Minimum 9 blocks
Ghost Car Data (Download data)	SEGAGT__.GOO	Minimum 9 blocks
Replay data file	SEGAGT__.ROO	Minimum 9 blocks
Mini-game file	SEGAGT__.__VM	128 blocks

CONTROLS

▲ Sega GT is a 1 to 2 Player game.
▲ Be sure to connect a controller to a Control Port, before turning the power ON.
▲ The button configurations can be altered (see Options p.23). The configurations shown on this page correspond to Type A.
▲ It is possible to adjust the analog controls, see Calibration p.23.

To return to the Title Screen at any point during game play, simultaneously press and hold Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Button on the Dreamcast Controller.

DREAMCAST CONTROLLER

Trigger Ⓛ: Brake
(Analog input)
Select Screen: Previous screen

Trigger Ⓡ: Accelerator
(Analog input)
Select Screen: Next screen

Memory Card
(VMU)

Analog Thumb Pad
◀▶: Steering
(Analog input)
▲▼◀▶: Mode Select

Directional Pad
(D-Pad)
◀▶: Steering
▲▼◀▶: Mode Select

Ⓧ Button: MT: Shift down;
AT: Shift down (1st-N-R)

Ⓨ Button: Change viewpoint

Ⓑ Button: Handbrake
(Mode Select: Cancel)

Ⓐ Button: MT: Shift up;
AT: Shift up (R-N-1st)
(Mode Select: Enter)

Start Button: Start/Pause
(Pause Menu: Enter)

▲ AT=Automatic; MT=Manual

▲ Never touch the Analog Thumb Pad or Triggers Ⓛ/Ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
▲ If the analog controls have been accidentally moved while turning the power ON, immediately turn the power OFF and ON, making sure not to touch the Dreamcast Controller.

STARTING UP

Once the Title Screen appears, press the Start Button to display the Title Screen Menu. Use ⬆⬇ to select "NEW GAME" to begin a new game or "CONTINUE" to load a saved game from the VMU, and press Ⓐ to enter. The Mode Select Menu will be displayed. Use ⬆⬇ to select an item and press Ⓐ to enter.
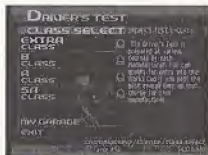
MENU SCREENS

Due to the many modes and features of Sega GT there are many menu and select screens. Refer here for details regarding menu or select screens.

LICENSE/ENGINE CLASS SELECT MENU

Select a license class based on engine displacement. Use ⬆⬇ to select a class of engine displacement and press Ⓐ to enter.

Extra Class .Cars with up to 1000cc of engine displacement
B Class . . . .Cars with up to 1600cc of engine displacement
A Class . . . .Cars with up to 2000cc of engine displacement
SA Class . . .Cars with over 2000cc of engine displacement

NAME ENTRY SCREEN

Use ⬆⬇⬅➡ to select a letter and press Ⓐ to enter. (Up to 10 letters can be entered). Select and enter "CLEAR," or press Ⓑ to delete a letter. Select and enter "END" to complete name entry.

PRE-QUALIFYING MENU

This menu appears before the qualifying race. Use ⬆⬇ to select an item and press Ⓐ to enter.
▲ The layout of this menu varies depending on the race

QUALIFY — Start the qualifying race
SKIP QUALIFY — Go straight to the main race (start from the back of the grid)
SET UP — Tuning and setting (p.11)
PRACTICE — Practice racing with no time limit
EXIT — Exit the race

POST-QUALIFYING MENU

This menu appears after the qualifying race. Use ⬆⬇ to select an item and press Ⓐ to enter.
▲ The layout of this menu varies depending on the race

REPLAY — View a replay (p.22)
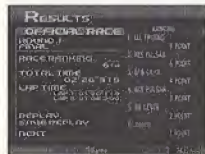**SAVE REPLAY** — Save a replay file (p.22)
NEXT — Go to the main race

PRE-RACE MENU

This menu appears before the main race. Use ⬆⬇ to select an item and press Ⓐ to enter.
▲ The layout of this menu varies depending on the race

RACE — Start the race
SET UP — Tuning and setting (p.11)
PRACTICE — Practice racing with no time limit
EXIT — Exit the race

RESULTS MENU

The Results Menu appears after every race has finished. Use the ⬆️⬇️ to select an item and press Ⓐ to enter.
▲ The layout of this menu varies depending on the race

REPLAY	View a replay (p.22)
SAVE REPLAY	Save a replay file (p.22)
RETRY	Race the same course again
COURSE CHANGE	Race on a different course
SAVE GHOST	Save a ghost car file (p.20)
EXIT	Exit the race

PAUSE MENU

Press the Start Button while driving to display the Pause Menu. Use ⬆️⬇️ to select an item and press the Start Button to enter.
▲ The layout of this menu varies depending on the race

CONTINUE	Resume playing
RETRY	Restart the race
RETIRE	Exit the race
SKIP QUALIFY	Skip the qualifying race
OUT OF SERIES	Quit the series race

SPEC

View the car specifications.
Every effort has been made to use the actual specifications for each car, although some differences may occur.

MOTION

View the motion of the selected car from all sides. Use ◀▶ to change the angle and press Ⓛ and Ⓡ to apply the brakes and acceleration.

GAME MODES
CHAMPIONSHIP

The main mode of Sega GT. Aim to be the champion. Select to display the My Garage Menu. Use ⬆️⬇️◀▶ to select an item below and press Ⓐ to enter.

LICENSE - Obtain a driver's license

To enter a race you first need a license! Use ⬆️⬇️ to select either "Driver Test" or "Works Cup" and press Ⓐ.

DRIVER'S TEST: Start the game here. Obtain a Driver's License by completing a Driver Test. You cannot select the "A" or "SA" classes without having the preceding license.

1 Select a license class (p.4). You can either select the "B" or "Extra" class. You cannot select the "A" or "SA" classes without having the preceding license.

2 Select and enter a car manufacturer. Use the car of the selected manufacturer to take the test. Use ⬆️⬇️ to select and press Ⓐ to enter. Press Ⓡ to view the next screen and Ⓛ to view the previous one.

3 The Regulation Screen. View the test details. Select and enter "START" to begin the test. Use ◀▶ to select the transmission ("AT"=Automatic; "MT"=Manual).

4 The test. Complete the course in the set time to receive the drivers license for that engine class.

5 The Results Menu. Select and enter an item from the Results Menu (p.6). If you passed the test you will receive the license for that class. You're now ready to buy a car and enter a race. (Buy a car at the Car Dealer, p.12)

WORKS CUP: Enter a race using a manufacturer's works car. Achieve the fastest time in the Driver Test and use the works car from that maker to enter the Works Cup for the corresponding license class. Come first in the main race to acquire a works car from the manufacturer.
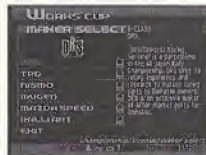
1 Select a license class (p.4). You must have achieved the fastest time in the Driver Test for the class you wish to select.

2 Select and enter a car manufacturer. You can only select car manufacturers whose car you used to achieve the fastest time in Driver Test.

3 The Pre-Qualifying Menu (p.5). View the race details. Select and enter "QUALIFY" to qualify for the race. Select and enter "SKIP QUALIFY" to start the main race from the back of the grid. Use ◀▶ to select the transmission ("AT"=Automatic; "MT"=Manual).

4 Qualifying race. Your time determines your starting position on the grid in the main race.

5 The Post-Qualifying Screen (p.5). Select and enter "NEXT" to start the race from the position determined in the qualifying race.

6 The main race. Race on the selected course against rival cars.

7 The Results Menu. Select and enter an item from the Results Menu (p.6).

RACE - Enter a race in Sega GT

Enter a race! Use ▲▼ to select either "Official Race," "Event Race" or "W.S.K."and press ⓐ to enter.
▲ The W.S.K. will only appear when you have finished every other race in Championship Mode

OFFICIAL RACE: Enter an official Sega GT race. There are two types of races.

❶ As part of a series competing for the total number of points.

❷ Special one-off races.
Finish first to receive a premium car.
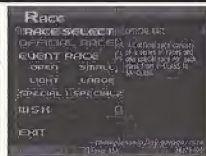
1 Select a license class (p.4). You must possess the license for the class you wish to select. It is also necessary to have won the races of the previous class.

2 Race selection. Select and enter a race to display the Regulation Screen for that race. Check the race details. Select and enter "START" to enter the race.

3 The Pre-Qualifying Screen (p.5). View the race details and select and enter "QUALIFY" to qualify for the race. Select and enter "SKIP QUALIFY" to start the main race from the back of the grid. Select and enter "SET UP" to get your car ready for the race (p.11). Use ◀▶ to select the transmission ("AT"=Automatic; "MT"=Manual).

4 Qualifying race. Your time determines your starting position on the grid in the main race.

5 The Post-Qualifying Screen (p.5). Select and enter "NEXT" to start the race from the position determined in the qualifying race.

6 The main race. Race on the selected course against rival cars.

7 The Results Menu. Select and enter an item from the Results Menu (p.6).

EVENT RACE: Enter a series, a single race or a tournament etc, all with different rules and regulations. There are several types of races. Some races use sponsors, win one of these races and in addition to the race prize-money, receive sponsor prize-money as well!

1 Select a race class. Use ▲▼◀▶ to select "OPEN," "SMALL," "LIGHT," "LARGE," "SPECIAL 1," or "SPECIAL 2" and press ⓐ to enter. You must use a car which meets the criteria for the class of race you wish to enter.

2 Race selection. You must be able to meet the race regulations to enter. Select and enter a race to display the Regulation Screen for that race. Check the race details. Select and enter "START" to enter the race.

Setting: Adjust car settings. When you can't negotiate corners well or pass rival cars, try changing the car settings.

1 *CATEGORY SELECTION*
Use ⬆⬇ to select "ENGINE," "TRANSMISSION," "SUSPENSION," "BRAKE," "TIRE" or "DOWN FORCE" and press Ⓐ to enter. It is generally possible to change the settings for all parts except the "NORMAL" category. Select and enter "EXIT" or press Ⓑ to cancel the adjustments.

2 *ADJUST SETTINGS*
Use ⬆⬇ to select a setting and ⬅➡ to adjust.
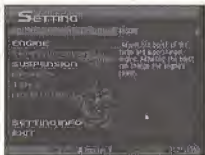
SEE WEBSITE FOR A DETAILED GUIDE

CAR DEALER - Purchase a new car

Purchase a new car or sell an existing car. View car specifications and buy the most suitable car for the upcoming race. Purchase a car, keeping in mind race limitations (engine displacement etc.) and license class restrictions.

1 *CAR MAKER SELECTION*
Use ⬆⬇⬅➡ to select a car manufacturer and press Ⓐ to enter. Press Ⓡ to view the next screen and Ⓛ to view the previous one. Select and enter "USED CAR" to purchase a used car or sell an existing car (view the next page for details).

2 *CAR SELECTION*
Use ⬆⬇ to select the car you wish to purchase and press Ⓐ to enter. Use ⬅➡ to select a color and press Ⓐ to enter. Select and enter "OK" to display the Purchase Confirmation Screen. Select and enter "YES" to purchase the car. (Select and enter "NO" to return to the Car Dealer Select Screen).
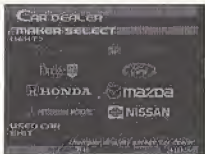
USED CAR: Purchase a second hand car. Select and enter the car you wish to buy. Select and enter "OK" to display the Purchase Confirmation Screen. Select and enter "YES" to purchase the car. Select and enter "SELL" to sell the car currently used. Select and enter "OK" to display the Sale Confirmation Screen. Select and enter "YES" to sell the car.
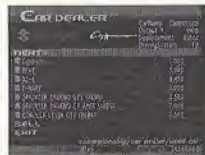
TUNING - Customise your car

Purchase and install parts for the current car such as the engine, suspension and brakes, to increase car efficiency. It is possible to change parts to suit course conditions. It is not possible to tune a works car.

1 *CATEGORY SELECTION*
There are 6 types of parts categories: ENGINE, DRIVE TRAIN, SUSPENSION, BRAKE, TIRE/WHEEL and REDUCING WEIGHT. Use ⬆⬇ to select a category and press Ⓐ to enter.

2 *PARTS TYPE SELECTION*
For each category there are different types of parts. Use ⬆⬇ to select a part type and press Ⓐ to enter. For the engine, the player will only be able to purchase parts that suit the type of air intake for that car (NA/TURBO/SUPER CHARGER).

3 *PURCHASE AND INSTALL*
Use ⬆⬇ to select the part you wish to purchase and press Ⓐ to enter. The Parts Purchase Confirmation will be displayed. Select and enter "YES" to purchase the part and display the Install Confirmation Screen. Select and enter "YES" to install the part.
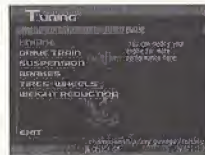
SEE WEBSITE FOR A DETAILED GUIDE

CARROZZERIA - Create an original car

In Sega GT it is possible to create an original car and perform trials. Test your car, then buy parts to increase efficiency. Creating a car is more expensive than an purchasing an existing one, however there are races that limit entry to original cars. Create the car from scratch (the chassis, body, and engine), to suit to your taste. Use ▲▼ to select "FACTORY" or "FACTORY LICENSE" and press ⓐ.

FACTORY: Select an engine, chassis and body to create a car. At the beginner level, it is only possible to make a car with a small engine displacement and low efficiency, however pass the Factory License Trials and it will be possible to make a "monster machine" with a 5000cc engine and 1000 horsepower. Money will be deducted once all the car parts have been purchased. However, you may still purchase additional parts after this.

1 CLASS, ENGINE DISPLACEMENT SELECTION
Use ▲▼ to select a class (p.4) and ◀▶ to select an engine displacement and press ⓐ to enter. At first, it is only possible to select the "B" and "Extra" classes.

2 ENGINE SELECTION
Select the type of engine. Use ◀▶ to select an engine type while checking the information on-screen, and press ⓐ to display information regarding air intake. Use ▲▼ to select a method of air intake and press ⓐ to enter.

3 CHASSIS SELECTION
Use ▲▼ to select the the engine layout while checking the information on-screen and press ⓐ to enter. Next select the drive train. Use ◀▶ to select a drive train and press ⓐ to enter.

4 BODY SELECTION
Use ◀▶ to select a body shape and press ⓐ to enter. Next select the exterior. Use ▲▼ to select an exterior and press ⓐ to enter.

5 BODY COLOR SELECTION
Use ◀▶ to select a body color and press ⓐ to enter. After selecting the body color, the Car Creation Confirmation Screen will be displayed. Select and enter "YES" to create the car.
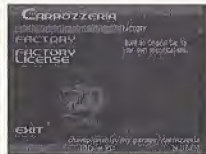
6 NAME SELECTION
Following this you will be asked if the car will be manufactured. Select and enter "YES" to manufacture the car. Name your original car. See page 4 for details. Following this you will be asked whether or not to change cars. Select and enter "YES" to change cars.

SEE WEBSITE FOR A DETAILED GUIDE

FACTORY LICENSE: The type of car the player can create is restricted by the Factory License held. To make a car with a larger engine displacement, it is first necessary to pass 5 trials and obtain a new factory license.

*The player must be using an original car to enter a trial
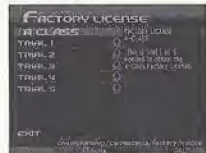
1 Select an engine class (p.5). The player must possess the car license of the corresponding class to select. The player must also possess the Factory License of the preceding class.

2 Trial selection. There are 5 trials for each license class. Pass all 5 to receive the Factory License for that class. Use ▲▼ to select a trial and press ⓐ.

3 The Pre-trial Screen. View the trial details and the course layout. Select and enter "TRIAL START" to begin the trial. Use ◀▶ to select the transmission ("AT"=Automatic; "MT"=Manual).

4 The trial. Try to get the fastest time over a section of the course. If "FASTEST LAP" is displayed, the player passes the trial.

5 The Results Menu. Select and enter an item from the Results Menu (p.6). If you passed all 5 trials you will receive the Factory License for that class. It will then be possible to use engines with a larger displacement.

INFORMATION - View course information

View information about race regulations, records times, current sponsor prizes for Driver Test, Works Cup, Official Race, Event Race and Factory License races. View your current results and check race regulations and prize-money before entering a race. Use ⬆⬇ to select an item and press Ⓐ to enter.
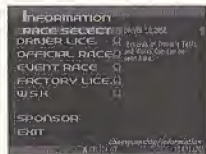
DRIVER LICE.	View information for Driver Tests and the Works Cup
OFFICIAL RACE	View information for the Official Race courses
EVENT RACE	View information for the Event Race courses
FACTORY LICE.	View information for the Factory License trials
W.S.K.	View information for the World Speed King courses
SPONSOR	View acquired sponsors

CAR FILE - View car information

Information about cars which appear in the game (except original cars).

1 Select a class. Use ⬆⬇ to select a class (p.4) and press Ⓐ to enter. The player must hold the license of the class they wish to view.

2 The cars of the selected class will be displayed. A key icon displayed above the car name indicates the player has owned this car. If "???" is displayed where the car name should appear, this car must first be acquired by winning a race. Use ⬆⬇ to select a car, and press Ⓐ to view car details. Press Ⓡ to view the following screen and Ⓛ to view the previous one. Use ⬅➡ to change the body color. Select and enter "INFO" to view car information.
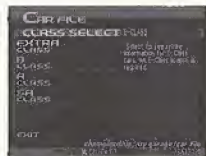
MEMORY CARD - Game files

Save and load game files, download and upload the mini-game, swap cars between memory cards. Use ⬆⬇ to select an item and press Ⓐ to enter.

SAVE	Save game files, use ⬆⬇⬅➡ to select memory card and press Ⓐ
LOAD	Load game files, use ⬆⬇⬅➡ to select memory card and press Ⓐ
MINI-GAME	Download/upload mini-game files (see below)
CAR TRADE	Trade/transfer cars between memory cards (see below)

MINI-GAME: Download the Sega GT mini-game, "Pocket GT" to a memory card. Upload the mini-game data to Sega GT Championship Mode. Use ⬆⬇ to select an item and press Ⓐ to enter.

Download: Download the mini-game to the VMU (128 memory blocks are required to download the mini-game).

1 Select a game version. Use ⬆⬇ to select a version*, "AMERICA," "EUROPE" or "JAPAN" and press Ⓐ to enter.

2 Use ⬆⬇⬅➡ to select a memory card and press Ⓐ to display the Download Confirmation Screen. Select and enter "YES" to download the mini-game. If a file already exists, the message "OVERWRITE FILE?" will be displayed. Select and enter "YES" to overwrite the existing file.

Upload: Use ⬆⬇⬅➡ to select a memory card and press Ⓐ to display the total amount of money earned (the amount earned in the mini-game x 100) and cars acquired* (Special Car). To add this data to the Championship Mode, select and enter "YES" (upload the mini-game and mini-game data will be removed from the memory card).

*The type of car acquired once the game has been cleared depends on the selected version.

CAR TRADE: Insert two memory cards to any connected controller. Swap and transfer cars saved on the memory cards. Use ⬆⬇ to select either "TRADE" or "SEND" and press Ⓐ to enter. It is not possible to trade or send works cars.

Trade: Trade cars between two memory cards.

1 Select the car you wish to trade from memory card 1. Use ⬆⬇⬅➡ to select a memory card and press Ⓐ to display the cars saved on that memory card (except works cars). Use ⬆⬇ to select the car you wish to trade, and press Ⓐ to enter. Press Ⓡ to view the following screen and Ⓛ to view the previous one. The details of the selected car will be displayed. Select and enter "OK" to trade that car. It is possible to select "SPEC" and "MOTION" (p.6). Select and enter "PARTS INFO" to view the parts used in that car.

2 Select a car to trade from memory card 2 as above (not the same car). Select and enter "OK" on the Car Select Screen to display the Trade Confirmation Screen. Select and enter "YES" to trade the selected cars in step 1 and 2. **Trading a car will result in any existing files that are not saved to be lost. Make sure to save before trading.**

Send: Send a car acquired in Championship Mode to another memory card.

1 Select the car to send. Select a memory card and a car using the same procedure as step 1 in "TRADE." Select and enter "OK" from the Car Select Screen to confirm the car to send.

2 Select the memory card to send the car selected in step 1. Select the memory card to display the Send Confirmation Screen. Select and enter "YES" to send the car to the selected memory card. **As in "TRADE," selecting "SEND" will result in any existing files that are not saved to be lost.**

SINGLE RACE
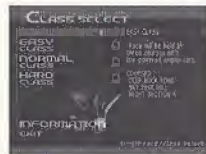
Select a car and enter a single race. There are 3 levels of difficulty in this mode. Both production model cars and works cars are available for selection. Car efficiency is set at normal. Select from 2 types of racing styles, "GRIP" and "DRIFT." The single race mode is for a more arcade style racing experience.

1 Select the level of difficulty. Difficulty is based on the level of engine displacement and course variation. Use ⬆⬇ to select a level of difficulty and press Ⓐ to enter. Select and enter "INFORMATION" to view record times for each course.

2 Use ⬆⬇ to select a car, and press Ⓐ to enter. Use Ⓡ to view the following screen and Ⓛ to view the previous one. Use ⬅➡ to change the car color. The details of the selected car will be displayed. Select and enter "OK" to use that car.

3 Select a course. Use ⬆⬇ to select a course and view course information and press Ⓐ to enter.

4 The Pre-Qualifying Screen (p.5). View the race details and select and enter "QUALIFY" to qualify for the race. Select and enter "SKIP QUALIFY" to start the main race from the back of the grid. Use ⬅➡ to select the transmission ("AT"=Automatic; "MT"=Manual), and the racing style ("GRIP" or "DRIFT") and press Ⓐ.

5 Qualifying race. Your time determines the position on the grid in the main race.

6 The Post-Qualifying Screen (p.5). Select and enter "NEXT" to start the race from the position determined in the qualifying race.

7 The main race. Race on the selected course against rival cars.

8 The Results Menu. Select and enter an item from the Results Menu (p.6).

TIME ATTACK

Use cars from Championship Mode in a race to set the quickest time. Save Ghost Car data after the race (see below). Load the file at a later time to race against the Ghost Car. Download other player's Ghost Car data from the Sega GT Website and challenge their time (p.24).

1 Select a class. As in Championship Mode, classes are differentiated by engine displacement. Use the ⬆⬇ to select a class (p.4) and press Ⓐ to enter. The player must load a saved Championship Mode file in order to play the Time Attack Mode.

2 Use ⬆⬇ to select a car, and press Ⓐ to enter. Press Ⓡ to view the following screen and Ⓛ to view the previous one. Use ⬅➡ to change the car color. The details of the selected car will be displayed. Select and enter "OK" to use that car. It is possible to select "SPEC" and "MOTION" (see p.6).

3 Select a course. Use ⬆⬇ to select a course and view course information and press Ⓐ to enter.

4 The Pre-Time Attack Screen. View the race details and select and enter "TIME ATTACK" to begin. Select and enter "SET UP" to tune the car (p.11) and "FREE RUN" to practice racing on the selected course. Use ⬅➡ to select the transmission ("AT"=Automatic; "MT"=Manual) and press Ⓐ. Use ⬅➡ to select whether or not to use Ghost Car data and press Ⓐ.

5 The time attack. Aim for the quickest time.

6 The Results Menu. Select and enter an item from the Results Menu (p.6).

● **SAVING GHOST CAR DATA:** After the Time Attack, the player can select and enter "SAVE GHOST CAR" to save a replay to a memory card. Use ⬆⬇⬅➡ to select the memory card you wish to save to and press Ⓐ. When creating a new file select and enter "NEW FILE." To overwrite a file, first select and enter the file, then select and enter "YES" when the Overwrite Confirmation Screen is displayed. For details regarding the number of memory blocks required, see p.2.

DUAL RACE

In this mode, 2 players can race against each other. Connect controllers to Control Ports A and B to make this mode selectable. Cars acquired in Championship Mode will be available for selection.

1 Select and enter "NORMAL" for the standard number of cars. Select and enter "MEMORY CARD" to use cars acquired in Championship Mode. Use the Player 1 controller ⬆⬇ to select an item and press Ⓐ to enter. Select and enter "MEMORY CARD" to display the Memory Card Select Screen. Each player use ⬅➡ to select a memory card and press Ⓐ to enter. Once selection is complete the Car Select Screen will be displayed.

2 If "NORMAL" is selected in Step 1, both players must first select a car manufacturer. Use ⬆⬇⬅➡ to select a car manufacturer and press Ⓐ to enter. Then select and enter a car. It is possible to select "MOTION" (see p.6). If "MEMORY CARD" is selected, the players will proceed directly to the Car Select Screen. Select a car as shown above.

3 Use ⬆⬇ (Player 1) to select a course, and press Ⓐ to enter. Press Ⓡ to view the following screen and Ⓛ to view the previous one.

4 Adjust race rules. Use ⬆⬇ (Player 1) to select an item and ⬅➡ to make an adjustment. Once the rules have been adjusted, select and enter "RACE START" and press Ⓐ to enter.

LAP COUNT	Select the number of laps to race
DELAY	Select to enable a handicapped start
LAG TIME	The first car to pass the start line sets the clock in motion, the 2nd had better hurry or - game over!

5 The Pre-Race Screen. View the race details and select and enter "START RACE" to begin. Both players are able to set up their car. For each player, use ⬅➡ to select the transmission ("AT"=Automatic; "MT"=Manual), and the racing style ("GRIP" or "DRIFT") and press Ⓐ.

6 The race. The 2 players race under the conditions set in the race rules.

**7** The Results Menu. Select and enter an item from the Results Menu (p.6).

REPLAY BOOTH

View replays saved on a memory card. It's possible to watch replays from a variety of angles.

VIEW A SAVED REPLAY: View a replay previously saved on a memory card

1 Select a memory card with a saved replay file. Use ⬆⬇⬅➡ to select a memory card and press Ⓐ to enter.

2 After selecting a memory card, the replay files saved within the card will be displayed. The mode, race, course, car and total time of each file is displayed. Also the number of memory blocks each file uses is displayed. Use ⬆⬇ to select a file and use Ⓐ to enter. A file can be deleted (see below).

3 View the replay from 3 different perspectives. Use ⬆⬇ to select a perspective. For "CLOSE VIEW" and "CAR VIEW," press Ⓑ to change the camera angle. To end the replay, press the Start Button to display the Pause Menu. Select and enter "EXIT" to end the replay or "CONTINUE" to resume viewing.

● **SAVING REPLAYS:** After each race, you can select and enter "SAVE REPLAY" to save a replay to a memory card. Use ⬆⬇⬅➡ to select the memory card you wish to save to and press Ⓐ . When creating a new file select and enter "NEW FILE." To overwrite a file, first select and enter the file, then select and enter "YES" when the Overwrite Confirmation Screen is displayed.
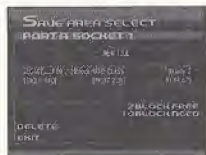
● **DELETE A SAVED REPLAY:** Select and enter "DELETE" from the Load Data Select Screen. Use ⬆⬇ to select a file and press Ⓐ to enter. The Delete File Confirmation Screen will be displayed. Select and enter "YES" to delete the file.

OPTIONS

Adjust the various game settings. Use ⬆⬇ to select from "VIEW POSITION," "SOUND," "CONTROLLER," "CALIBRATION," "SCREEN ADJUST" or "MEASURE" and press Ⓐ to enter.
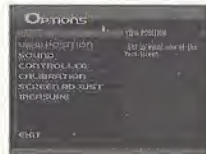
●**VIEW POSITION**   Change the default viewpoint of the camera.

●**SOUND**
   AUDIO   Select stereo or mono sound.
   BGM VOLUME   Set the volume level for background music.
   SE VOLUME   Set the volume level for sound effects.
   BGM TEST   Listen to the background music.

●**CONTROLLER**
   TYPE A~H   Use ⬅➡ to select from 8 different button assignments. for the controller.
   VIBRATION   Use ⬅➡ to enable or disable the Jump Pack.

●**CALIBRATION**   Adjust the analog controls. "IDLE" is when the control takes effect; "MAX" is the maximum level of the control. Use ⬆⬇ to select "STEERING," "ACEL," or "BRAKE." Use the analog controls to adjust and press Ⓐ to enter the "IDLE" level and Ⓑ to enter the "MAX" level.

●**SCREEN ADJUST**   Adjust the position of the game displayed on-screen. Use ⬆⬇ to adjust the vertical axis and ⬅➡ to adjust the vertical axis. Select and enter "STANDARD" to return all settings to their default.

●**MEASURE**   Use the metric or the english system of measurement.

INTERNET

Select "INTERNET" from the Mode Select Menu to access the Sega GT Website and upload/download Ghost Car data, view rankings and enter the Network Cup. View detailed information regarding tuning, car parts, settings etc. It is also possible to view a technical guide to Sega GT. User Registration must be completed before accessing the website.

Note: It is only possible to upload/download Ghost Car data, view rankings and enter the Network Cup by accessing the Sega GT website via Sega GT (ie., selecting "INTERNET" from the Mode Select Menu). However, it is also possible to view general information about the game via the Sega website (www.sega.com), by following the links to the Sega GT page.

● **REGARDING USER REGISTRATION**
This software is not equipped with the functions necessary for setting up a communications environment. In order to access the Sega GT Website, it is first necessary to use the Planet Web Browser, included with the Dreamcast unit, to register online or to perform a user registration check.

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GAME DISPLAY

Press ❤ while driving to change the viewpoint of the car.

QUALIFYING RACE
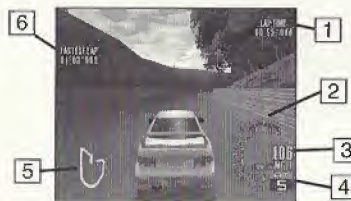
1. Lap time
2. Tachometer: Engine rpms
3. Speedometer: Current speed
4. Transmission: Current shift
5. Course map
6. Fastest lap

MAIN RACE

7. Total lap time
8. Previous lap time
9. Current lap time
10. Course record
11. Position
12. Lap information

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GAME DISPLAY

DUAL RACE

1. Lap time of the completed lap
2. Time difference between the two cars
3. Position
4. Lap information

CHAMPIONSHIP MODE

1. Driver License information
2. Factory License information
3. Current earnings
4. Car currently used
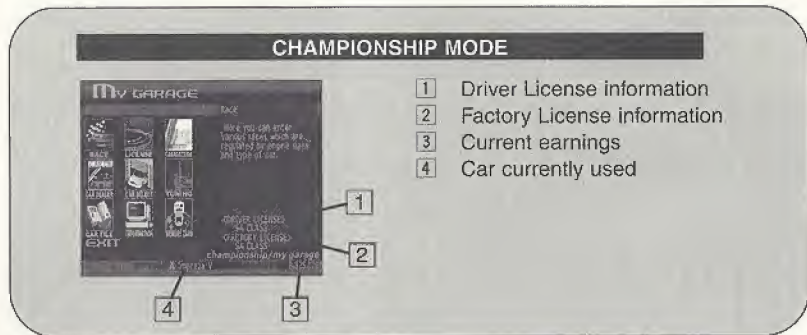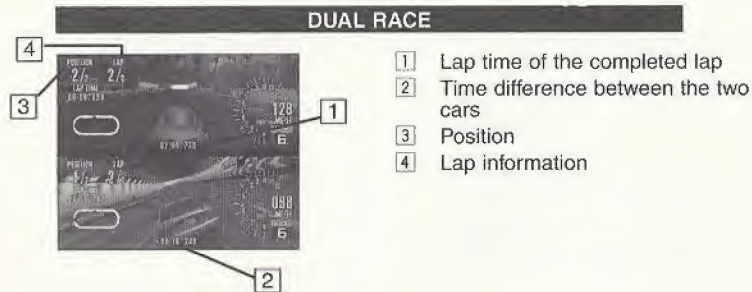
MINI-GAME

Play the mini-game, Pocket GT. Earn money and acquire cars for use in Championship Mode. The type of car acquired depends upon the version of the mini-game downloaded (p.17).

STARTING UP

Once the Title Screen appears, press Ⓐ and Ⓑ simultaneously to display the Mode Select Screen. Use ⬆⬇ to select a mode and press Ⓐ to enter. Throughout the game, press Ⓑ to return to the previous screen.

TRAINING
Win the Cup Race (see below).

QUICK RACE
Enter a race. Use ⬆⬇ to select a race and press Ⓐ to enter (p.28).

STOREHOUSE
The place where money earned and cars are stored at the end of the mini-game. The information is added to the Championship Mode (p.17).

SOUND
Turn the sound ON or OFF. Use ⬆⬇ to select either "ON" or "OFF" and press Ⓐ to enter.

TRAINING MODE

The aim of this mode is to win the Cup Race and get a special car not available in the main game. There are 6 Cup Races in total. Each race takes about 30 game days to complete. In this time it is possible to have a job and enter open races to earn money. Use the money to train your character and their ability. The status of your character becomes the performance of the car in the race so make sure to train your character. Finish each Cup Race to acquire a special car or money. Finish first in all 6 Cup Races to get an additional car. (Note: not all Cup Races will allow you to acquire a car.)

In Training Mode there are 5 different types of commands to progress through the game. Use ⬆⬇ to select and press Ⓐ to enter.

1 STATUS - View parameters

HP	The HP during a race
Power	The maximum speed during a race
Smart	The amount the status parameter levels increase after training and doing a part time job
Speed	The speed of the car in a race
Rule/Stamina	The chance of being injured
Money	The current amount of money

2 TRAINING - Increase status parameters
Train the character to increase their status parameters. Use ⬆⬇ to select a training mode (there are 6 kinds) and press Ⓐ to enter. It is necessary to have money to train.

3 JOB - Earn money
Earn money by working. Use ⬆⬇ to select a job (3 for each version) and press Ⓐ to enter. Working reduces the Rule/Stamina parameter.

4 REST - Recover
After working or training the Rule/Stamina parameter will decrease. Have a rest to recover the amount.

5 TIME ATTACK - Enter a race
Enter an Open Race. Finish in the top 3 to receive prize money.

GAME DISPLAY
1. *Current position*
2. *Time Limit.* When the counter reaches zero, the race is over. Pass through the time symbol checkpoints to add time to the counter.
3. *HP.* Hit other cars and the wall and the amount of HP will decrease. If the amount reaches zero the race is over. Pass through the heart symbols to recover HP.

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HINTS

FIRST OFF, GET A DRIVER'S LICENSE

In Championship Mode, without obtaining a Driver's License the player will only be able to enter the "LICENSE," "INFORMATION," "CAR FILE," or "MEMORY CARD" items in the My Garage Menu. After obtaining a license, select "CAR DEALER" to buy a car, or "CARROZZERIA" to create an original car.

THE WREATH MARK

After winning a race, the mark of a wreath will be displayed next to that race (if every race in a single mode is won, then a wreath will appear next to the mode). Naturally it is possible to enter a race even after winning. For the Driver Test, alongside each car manufacturer, a mark of 1-3 (depending on the race result) will be displayed. If a mark is displayed, the player has already obtained the license for that car manufacturer.

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HINTS

CHECKING THE CLASS OF CARS

Beside each car available for sale is an icon (E, B, A, SA) which corresponds to the class of car (p.4). There are restrictions on the engine displacement in many races (i.e. the class of car). Make sure to check the class of the car as well as its specifications. The color of the icon shows whether the car is a production model, works car or original car.

GET A BONUS FROM THE SPONSOR

Win an Event Race and in addition to the usual prize-money, receive a money bonus from the race sponsor (only for races with sponsors). The race sponsor will also become available to sponsor the player.
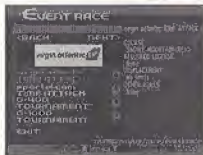
GRIP AND DRIFT RACING STYLES

As the names suggest, the grip setting gives more grip when cornering while drift allows the tires to spin. Select "GRIP" and reduce speed when entering a corner. Select "DRIFT" and allow the car to enter and clear the corner without braking heavily. Make a selection based your personal style.

HINTS

POLE POSITION BONUS

Achieve the fastest lap in qualifying to earn pole position and a money bonus (in Championship Mode only). Starting from pole position gives the players a big advantage of winning the race. Try and set up the car before the qualifying race (for example, setting the car for maximum speed) to get the best chance of getting pole position.

VISIT THE WEBSITE

For more hints and information, visit the Sega GT website by selecting "INTERNET" from the Mode Select Menu. The site also contains a comprehensive guide to setting up your car and car parts.

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